PROJECT MEETING – AGENDA 12.02.1999

Project: Max Payne

Subject: Characters

Date: Wed. 12.02.1999 13:00

Chaired by: SamiV

Participants: Henkka, Teemu, Peter, Kiia, Pete, SamJ

(Samppa, Saku?)

ISSUES

1. Photographic Textures on Characters, especially the face textures

2.Using texture templates for Skeletons / Skins

3.Max Payne in realtime vs. in Graphic Novels

4.Geometry limitations (polycount, LODs, effectiveness)

5.Quality freeze, (racing with the competition?)

6.Damage textures (Bulletholes, final implementation, realism)

7.Schedules for Skeletons and Skins